

THE INVENTION CLAIMED IS:

1. A system for queuing people that are to use a bathroom, the system comprising:

a controller;

5 a monitoring device coupled to the controller and adapted to monitor occupancy of a bathroom; and

computer program code operative with the controller so as to allow the controller to:

receive a request to use the bathroom

10 from a user;

enter the user in a bathroom queue; and

notify the user when the user should proceed to the bathroom.

15 2. The system of claim 1 wherein the monitoring device is selected from the group consisting of a door switch, a motion detector and a light beam detection circuit.

20 3. The system of claim 1 further comprising computer program code operative with the controller so as to allow the controller to:

communicate a position of the user within the bathroom queue to the user.

25 4. The system of claim 1 further comprising computer program code operative with the controller so as to allow the controller to:

allow the user to pay to move higher in the bathroom queue.

30 5. The system of claim 1 further comprising:

a locking device coupled to the controller  
and adapted to:

lock the bathroom; and  
unlock the bathroom only after receiving

5 a code; and

computer program code operative with the  
controller so as to allow the controller to:

provide a code to unlock the bathroom to  
the user.

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6. The system of claim 5 wherein the controller  
is configured to provide the code to the user when the user  
is within a predetermined time period of using the bathroom.

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7. The system of claim 5 wherein the controller  
is configured to provide the code to the user when the user  
is next in line to use the bathroom.

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8. The system of claim 5 further comprising  
computer program code operative with the controller so as to  
allow the controller to:

prevent the locking device from unlocking the  
bathroom after receiving a code unless the code is assigned  
to a user that is next in line to use the bathroom.

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9. The system of claim 1 further comprising  
computer program code operative with the controller so as to  
allow the controller to:

provide location information regarding the  
30 bathroom.

10. A system for queuing people that are to use a bathroom of an airplane, the system comprising:

a controller;

a plurality of user devices coupled to the

5 controller and located within the airplane;

a monitoring device coupled to the controller and adapted to monitor occupancy of a bathroom of the airplane; and

10 computer program code operative with the controller so as to allow the controller to:

receive a request to use the bathroom from a user;

enter the user in a bathroom queue;

monitor occupancy of the bathroom; and

15 notify the user when the user should proceed to the bathroom.

11. The system of claim 10 wherein the user devices are coupled to seats of the airplane.

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12. An apparatus comprising:

a processor; and

computer program code operative with the processor for allowing the processor to:

25 receive a request from a user to enter a bathroom queue; and

notify the user when the user is next to use a bathroom.

30 13. A method comprising:

receiving a request to use a bathroom from a user, the request being sent via a user device;

entering the user in a bathroom queue; and  
notifying the user via the user device when  
the user should proceed to the bathroom.

5           14. The method of claim 13 wherein the bathroom  
is on an airplane and wherein the user device is attached to  
a seat of the airplane.

10           15. A system for queuing comprising:  
a controller;  
computer program code operative with the  
controller so as to allow the controller to:  
receive a request from a user to  
participate in a preferred queue for an event associated with  
15 an airplane flight;  
allow the user to purchase a position in  
the preferred queue; and  
notify the user if the user is selected  
to participate in the preferred queue for the event.

20           16. The system of claim 15 wherein the event is  
boarding or unboarding an airplane.

25           17. The system of claim 15 wherein the event is  
checking in for the airplane flight.

          18. The system of claim 15 wherein the event is  
receiving an upgrade.

30           19. The system of claim 18 further comprising  
computer program code operative with the controller so as to  
allow the controller to offer a number of levels of upgrade.

receiving a request from a user to

5 an airplane flight, the request being sent via a user device;

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        notifying the user via the user device if the
        user is selected to participate in the preferred queue for
10    the event.

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10 the event.

Variable	Mean	SD	Min	Max
Age	35.2	12.5	18	65
Gender	0.45	0.50	0	1
Marital Status	0.60	0.49	0	1
Education	12.5	2.1	9	16
Income	3500	1500	1000	8000
Health Status	0.75	0.43	0	1
Smoking Status	0.30	0.46	0	1
Alcohol Consumption	0.20	0.40	0	1
Exercise Frequency	0.10	0.30	0	1
Stress Level	0.60	0.49	0	1
Sleep Quality	0.70	0.46	0	1
Work Satisfaction	0.50	0.50	0	1
Life Satisfaction	0.65	0.48	0	1
Depression Score	0.30	0.46	0	1
Anxiety Score	0.25	0.43	0	1
Quality of Life	0.70	0.46	0	1
Healthcare Usage	0.40	0.49	0	1
Insurance Status	0.80	0.40	0	1
Family Size	2.5	1.5	1	5
Home Ownership	0.70	0.46	0	1
Vehicle Ownership	0.60	0.49	0	1
Travel Frequency	0.10	0.30	0	1
Religious Belief	0.50	0.50	0	1
Political Affiliation	0.50	0.50	0	1
Volunteer Work	0.10	0.30	0	1
Charitable Donations	0.05	0.22	0	1
Gift Giving	0.20	0.40	0	1
Spending Habits	0.30	0.46	0	1
Shopping Frequency	0.10	0.30	0	1
Online Shopping	0.20	0.40	0	1
Restaurant Visits	0.10	0.30	0	1
Travel Expenses	0.05	0.22	0	1
Entertainment Costs	0.10	0.30	0	1
Subscription Services	0.05	0.22	0	1
Gift Receipts	0.10	0.30	0	1
Spending on Children	0.20	0.40	0	1
Spending on Hobbies	0.10	0.30	0	1
Spending on Pets	0.05	0.22	0	1
Spending on Travel	0.05	0.22	0	1
Spending on Education	0.05	0.22	0	1
Spending on Healthcare	0.05	0.22	0	1
Spending on Insurance	0.05	0.22	0	1
Spending on Housing	0.05	0.22	0	1
Spending on Transportation	0.05	0.22	0	1
Spending on Food	0.05	0.22	0	1
Spending on Utilities	0.05	0.22	0	1
Spending on Entertainment	0.05	0.22	0	1
Spending on Gifts	0.05	0.22	0	1
Spending on Clothing	0.05	0.22	0	1
Spending on Personal Care	0.05	0.22	0	1
Spending on Home Improvement	0.05	0.22	0	1
Spending on Technology	0.05	0.22	0	1
Spending on Education	0.05	0.22	0	1
Spending on Healthcare	0.05	0.22	0	1
Spending on Insurance	0.05	0.22	0	1
Spending on Housing	0.05	0.22	0	1
Spending on Transportation	0.05	0.22	0	1
Spending on Food	0.05	0.22	0	1
Spending on Utilities	0.05	0.22	0	1
Spending on Entertainment	0.05	0.22	0	1
Spending on Gifts	0.05	0.22	0	1
Spending on Clothing	0.05	0.22	0	1
Spending on Personal Care	0.05	0.22	0	1
Spending on Home Improvement	0.05	0.22	0	1
Spending on Technology	0.05	0.22	0	1